



XENON 2

M E G A B L A S T



SEGA

LOADING INSTRUCTIONS

STARTING UP:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button2.

IMPORTANT:

Always make sure that the Power Base is turned OFF when Inserting or removing your Mega Cartridge.



WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for
the SEGA MASTER SYSTEM.

FOR PROPER USAGE

1. Do not get wet!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinners, benzine, etc!

CODE DESIGN & CONCEPT

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GRAPHIC CONVERSION by MELISSA DADZIS & ALAN TOMKINS

CONVERSION by SEAN CROSS & STEWART GREEN

THE SCENE IS SET

No-one likes a bad loser. And no-one comes more universally despised than the Xenites. For a thousand years they have been plotting revenge for their humiliating defeat in the last Galactic Conflict. Now the very fabric of time is in danger... The Xenites have planted six Time Bombs through history. Only you can save the day - not to mention the universe. The last time you met it was a playground scrap. This time it's war.



HOW TO PLAY

THE SHIP

The Megablaster is a small but perfectly formed battlecraft.

The basic model is equipped with a thruster to aid movement, a simple blaster for the purpose of destroying anything that moves, and a shield to absorb collisions.

When the shield runs out, the ship is destroyed with the next hit it sustains. A squadron of 3 fighters are at your disposal.

CONTROL

Use control pad 1 to control your ship.



PICK 'N' CHOOSE

The Selection Screen allows you to turn the in-game music on and off by moving the control pad in the appropriate direction. You can also start a one or two player game in the same way.

THE SCREEN

Your journey through time follows the process of Alien evolution, represented by six increasingly arduous horizontally scrolling levels. Each has distinctive scenery and lifeforms.

Sadly these creatures won't listen to reason. The powerful radiation emitted by the Time Bombs planted at the end of the levels has mutated the once harmless beings into aggressors crazed which are now best shot or avoided. Some of the lifeforms you can expect to encounter are found on page 12.

SCENERY

You can reverse the direction of the scrolling by pulling back on the joystick when the ship is at the bottom of the screen, which creates a larger playing area of proportions more often associated with scrolling shoot 'em-ups of horizontal variety. However the effect is short-lived, so be careful not to get trapped in the maze-like landscape of the later stages.



CAPSULES

Bored by the basic blaster? Beef up the ship by collecting the tokens left by Special Capsules which occasionally float across the screen. Details of the more common Special Features can be found on page 5.

IT'S THE REAL THING

Creatures which bite the space dust earn you Real Cash, the quantity and value depending on the size of the thing destroyed. You can use this bounty money to buy equipment when you visit the shop.

SWOP SHOP

Megablasters are given an opportunity at the end of each level to sell or buy equipment. This is... well, the shopkeeper. Its name is unpronounceable in our language but loosely translated it means 'Crispin'. He doesn't speak very good English, so it's fortunate that his garbled speech is translated in the window below.



SELL!

When you first enter the shop you are invited to sell the equipment accumulated (it's displayed in the bank of video screens to the left). Use the joystick to move the highlight to the desired position. Pressing the fire button while the highlight is beneath an item doesn't sell it but you are given a price (usually less than half of what you paid for it). If the shopkeeper's offer sounds reasonable either press fire again, or move the highlight to SELL at the bottom of the screen and press the fire button to make the transaction. Your bank balance will be credited automatically.

BUY!

With the selling over, move the highlight to EXIT and press the fire button to view the equipment up for sale. Over one-dozen articles are in stock but only those you can afford are displayed in the bank of video screens to the left. The procedure for buying equipment is much the same as selling it, only your bank balance is debited accordingly. An extract of the shop's catalogue is found on page 10.

HIGH SCORES

A table of the top ten Megablasters is displayed on the attract sequence. To see your initials in lights, get a score big enough to get on the table then move the joystick left or right to advance through the characters available. Press the fire button to enter a character into the table.



EQUIPMENT

There are three distinct types. These tokens activate weapons.

ADVICE

Crispin's tips on how to play, including which weapons may be most suitable for a particular section. This information is more often than not useful but sometimes misleading.





SIDE SHOT

Causes bullets to emit from the left and right sides of your ship when the fire button is depressed.



ZAPPER

Erradicates everything on screen in a blinding flash of light.



SUPER NASHWAN POWER

A devilish taster device which provides a full 10 seconds of Total Destructive Power!



HEART (SMALL)

Restores your ship's shield to half the maximum level.

HEART (LARGE)

Restores your ship's shield to the max.

These spherical features enhance and enrich your way of life.



SPEED-UP

Who needs go-faster stripes when you have this little baby, eh?



POWER-UP

Improve the strength of your shot by boosting your bullets to up to three times their original size!



AUTOFIRE

No need to wear out your trigger finger, just hold down the fire button.



Impress the girls with these exciting attachments.

MEGABLASTER

The boy-blazers' favourite shoots a stream of intense laser fire. A maximum of three can be bolted on the front of the ship.



KNOW YOUR ENEMY

The lifeforms found on each level come in all different shapes and sizes, with individual characteristics for you to learn. Here are some of the beings you can expect to do battle with...

BRACHIOPOD

These shellfish creatures wiggle and giggle down the screen. Fortunately they don't shoot at you.



FLATWORM

The candy-striped creatures twist and shout but don't bother shooting at anything.



TRILOBYTE

The crusty-skinned lovelies are understandably wary of your presence, which is why they keep their distance before they shoot - and they don't even ask questions later.



JELLYFISH

Pulsate around the screen having a good time. Kill them quick to ensure they don't interfere with yours.



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XENON 2: MEGABLAST

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